ARENA FOOTBALL™
ROAD TO GLORY

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

BASIC CONTROLS

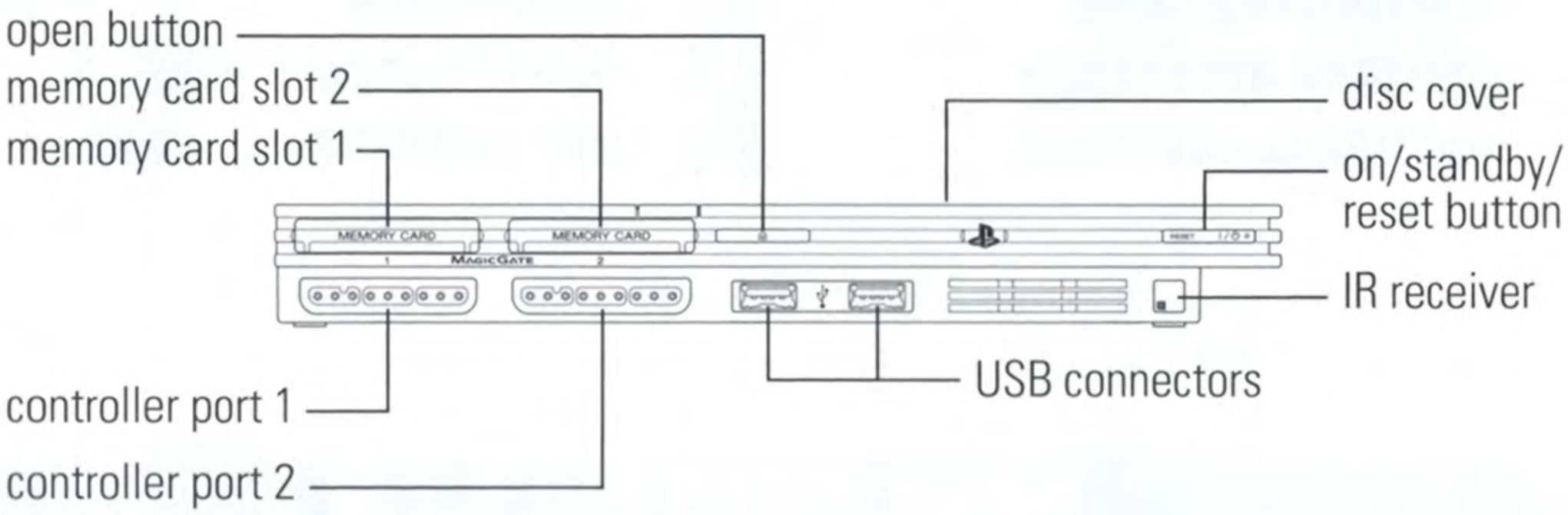
BOTH SIDES OF THE BALL	
Move player	left analog stick or D-button
Sprint	R1 button
Show routes or coverage assignments/Coach cam	R2 button/L2 button
Telemetry for every player on the field/just your team (see p. 6)	right analog stick ⬆/⬇ (pre-snap only)
Call timeout	SELECT button
Access Pause menu	START button

Controls are continued on p. 3.

WWW.EASPORTS.COM

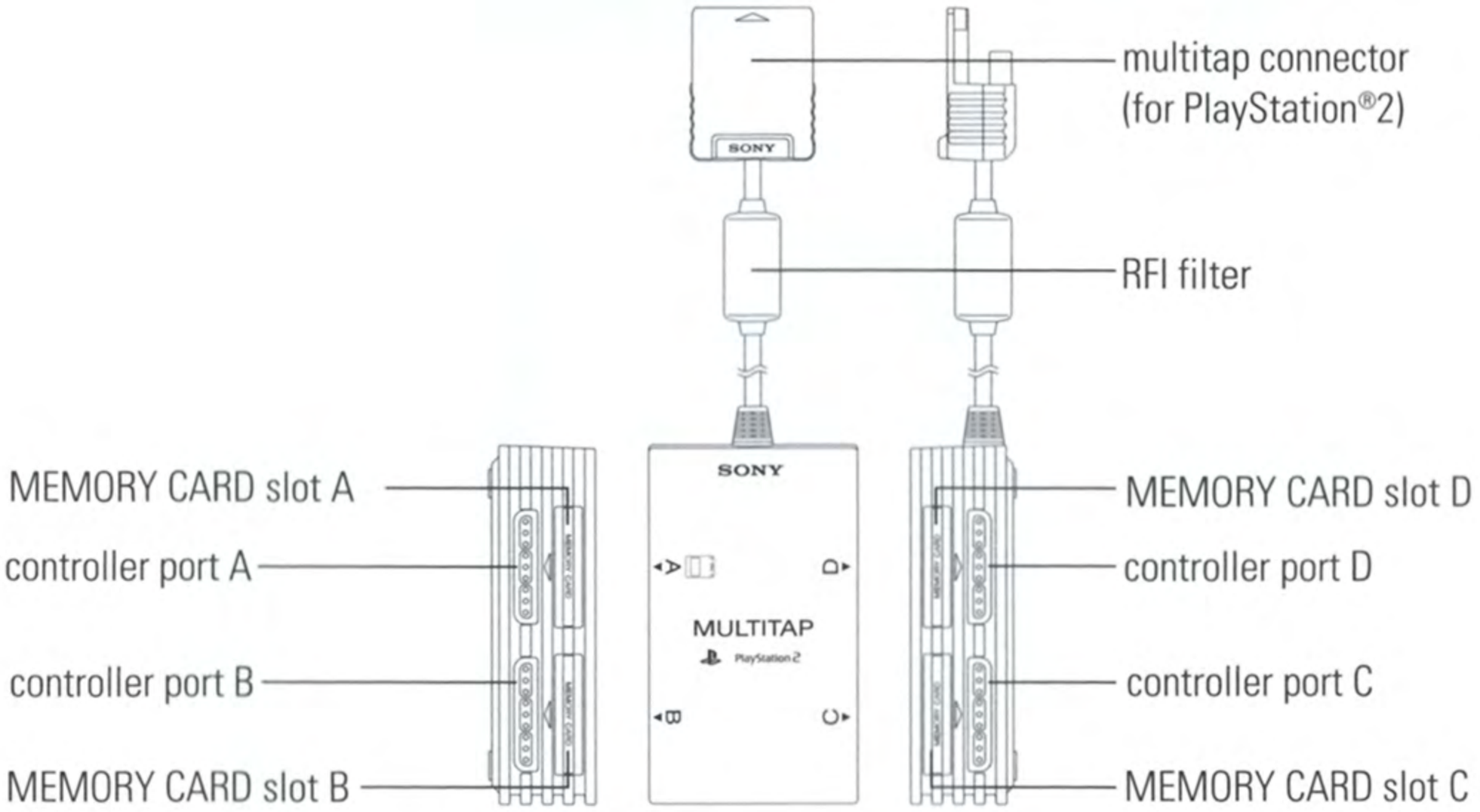
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



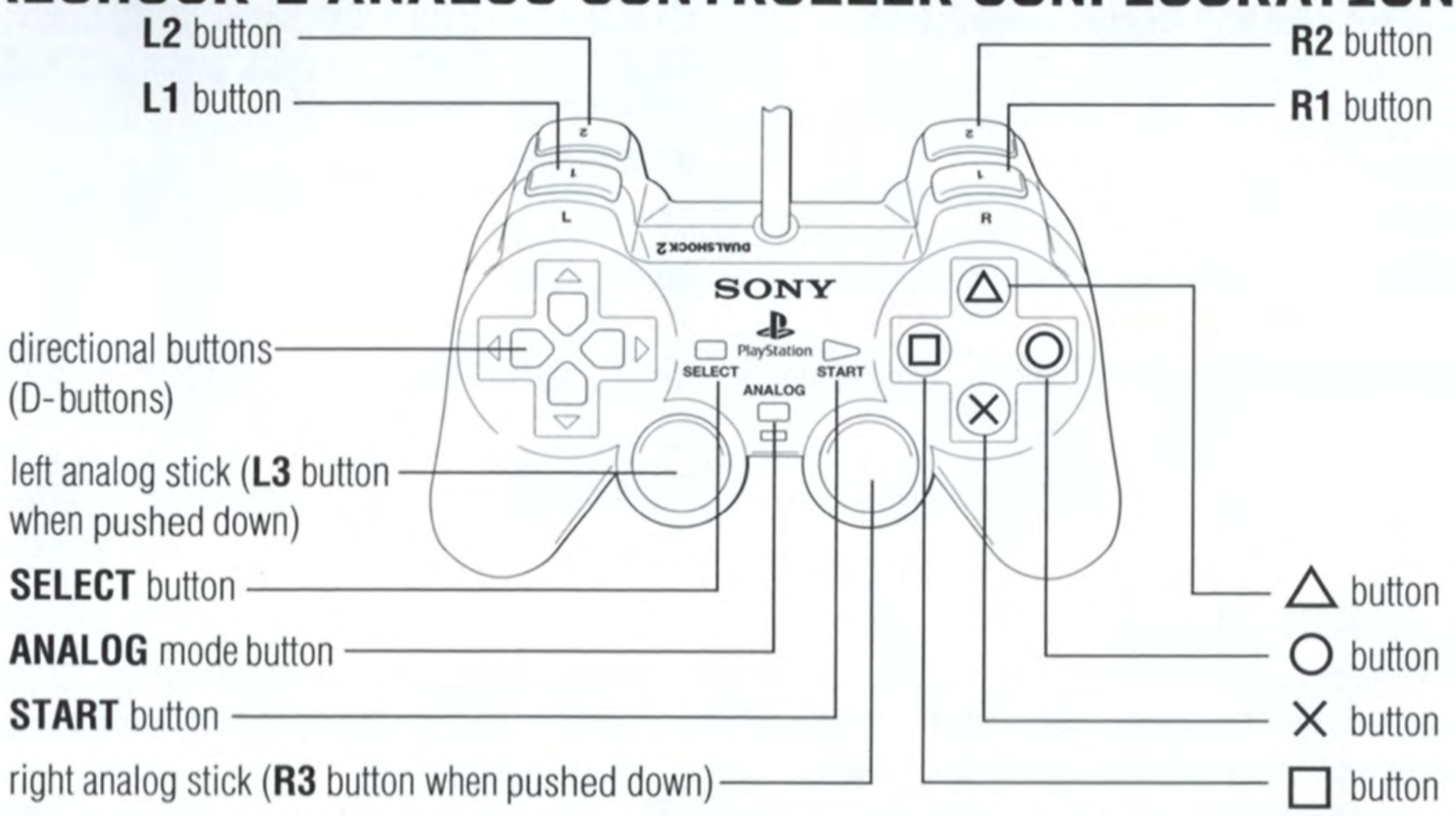
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Press the OPEN button to open the disc cover.
4. Place the *Arena Football™: Road to Glory* disc with the label side facing up in the disc holder, and then close the disc cover.
5. Attach game controllers and other peripherals as appropriate.
6. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



ADDITIONAL CONTROLS

Make sure you watch the Tutorials accessed from the Main menu to get up to speed on game tips, league rules, the Telemetry system, and more.

OFFENSIVE CONTROLS

BEFORE THE SNAP	
Snap ball/Start receiver in motion	⊗ button **NOTE:** You can snap the ball at any point during a receiver's motion, or you can let the center snap the ball as soon as the receiver crosses the line of scrimmage.
Call an audible	R1 button + ⊗ button, ○ button, or □ button
Cancel an audible	△ button
Hot Route	△ button then the button of the receiver whose route you want to change, then press the left analog stick: ⬇ for a hook pattern ⬆ for a fly pattern ⬅/➡ for a square in or out pattern in that direction **NOTE:** These are the default Hot Routes. They can be changed in the Team Strategy section of the My Arena Football menu.
Reset original play	R1 button then R2 button
Be the Receiver (see p. 4)	○ button

PASSING/RECEIVING

Arena football is all about high-octane passing attacks. With *Arena Football: Road to Glory,* you have the ability to dominate the passing game as either a QB or a receiver.

Pass to receiver with corresponding icon	⊗ button, ▢ button, ○ button, L1 button, or L2 button (tap for lob pass, press and hold for a bullet pass)
Pump fake	R1 button
Throw ball away	△ button
Scramble (toggle between running controls and passing controls)	R2 button
Control intended receiver (while ball is airborne)	⊗ button
Catch (when you are the receiver)	△ button
Become the QB (when you are the receiver)	R2 button

BE THE RECEIVER

When you're at the line of scrimmage you can either snap the ball and control the offense as the QB, or become a receiver and make a big play downfield on your own. This is a great way to find holes in a zone or take advantage of a mismatch in the secondary.

To become the receiver, toggle through your receivers (○ button), then snap the ball (⊗ button). As the play progesses, run your route, and then throw the ball to yourself or any other receiver.

NOTE: You can now control the quarterback while being the receiver by nudging the right analog stick. If you press the right analog stick ⬅, ➡, or ⬇, the quarterback will take a few steps in that direction, and it's up to you to find your receiver and make the pass. If you press the right analog stick ⬆, the quarterback will scramble toward the end zone, and the CPU will take control. Press the right analog stick ⬇ to stop the quarterback's run and bring your passing icons back up.

RUNNING WITH THE BALL

Even if running plays aren't a huge part of your gameplan, you need to master these running controls to rack up your Yards After the Catch (YAC) stats.

Dive (near a 1st down or the end zone)/**Hurdle**	△ button
Juke/Spin	○ button (tap)/○ button (hold)
Stiff arm left/right	▢ button
Showboat (near the end zone)	L1 button
Cover up ball/Charge defender	⊗ button (hold)

AFTER THE PLAY	
Bypass cutscene	⊗ button
Hurry-up offense	△ button (hold)

DEFENSIVE CONTROLS

Even though the AFL and af2™ are dominated by offense, you're not helpless on the defensive side of the ball. A big hit into the wall, or a critical 3rd-down stoppage could be enough to swing a game in your favor.

BEFORE THE SNAP	
Switch defenders	⊗ button or ◎ button
Strafe/Backpedal	left analog stick ↔/↑ (press lightly)
Call an audible	R1 button then □ button, ⊗ button, or ◎ button
Cancel an audible	△ button
Call coverage audibles	△ button then D-button: ↓ for bump-and-run ↑ for loose coverage
Reset coverage	△ button then L2 button
Reset original play	R1 button then L2 button
Blitz/Spy Mac linebacker	□ button then D-button ↓/↑
Change individual matchups	△ button then the button of the receiver you want to match up against, then D-button ↓ to bump or ↑ to play off
Swarm the Receiver (force every DB to cover selected receiver ⊗, receiver ◎, or receiver □)	L1 button + ⊗ button, ◎ button, or □ button

AFTER THE SNAP	
Control player closest to ball	⊗ button
Dive/Power tackle	□ button
Jump/Intercept	△ button
Rip/Spin/Swim (when engaged)	left analog stick ↔ + ◎ button
Bull rush	left analog stick ↓ + ◎ button
Swat ball	L1 button
Sprint	R1 button
Swarm the Receiver (force every DB to cover the selected receiver)	L1 button + ⊗ button, ◎ button, or □ button

KICKING CONTROLS

Kick Meter

Analog controls give you unprecedented command of your kicking game. These are the steps:

1. Aim the targeting arrow with the left analog stick.
2. Press the ⊗ button to open the Kick Meter.
3. Press the right analog stick ↓ to start the upswing. The closer to you get to the Max box, the more powerful and accurate your kick. Overshoot this box, and you get more power, but less accuracy.
4. Press the right analog stick ↑ to stop the kick meter and kick the ball.

TELEMETRY CONTROLS

For the first time ever in sports gaming, you can get real-time updates about your opponent's passing tendencies, scoring history, and the condition of every player before plays, allowing you to take advantage of weaknesses and predictable playcalling.

ON-FIELD TELEMETRY

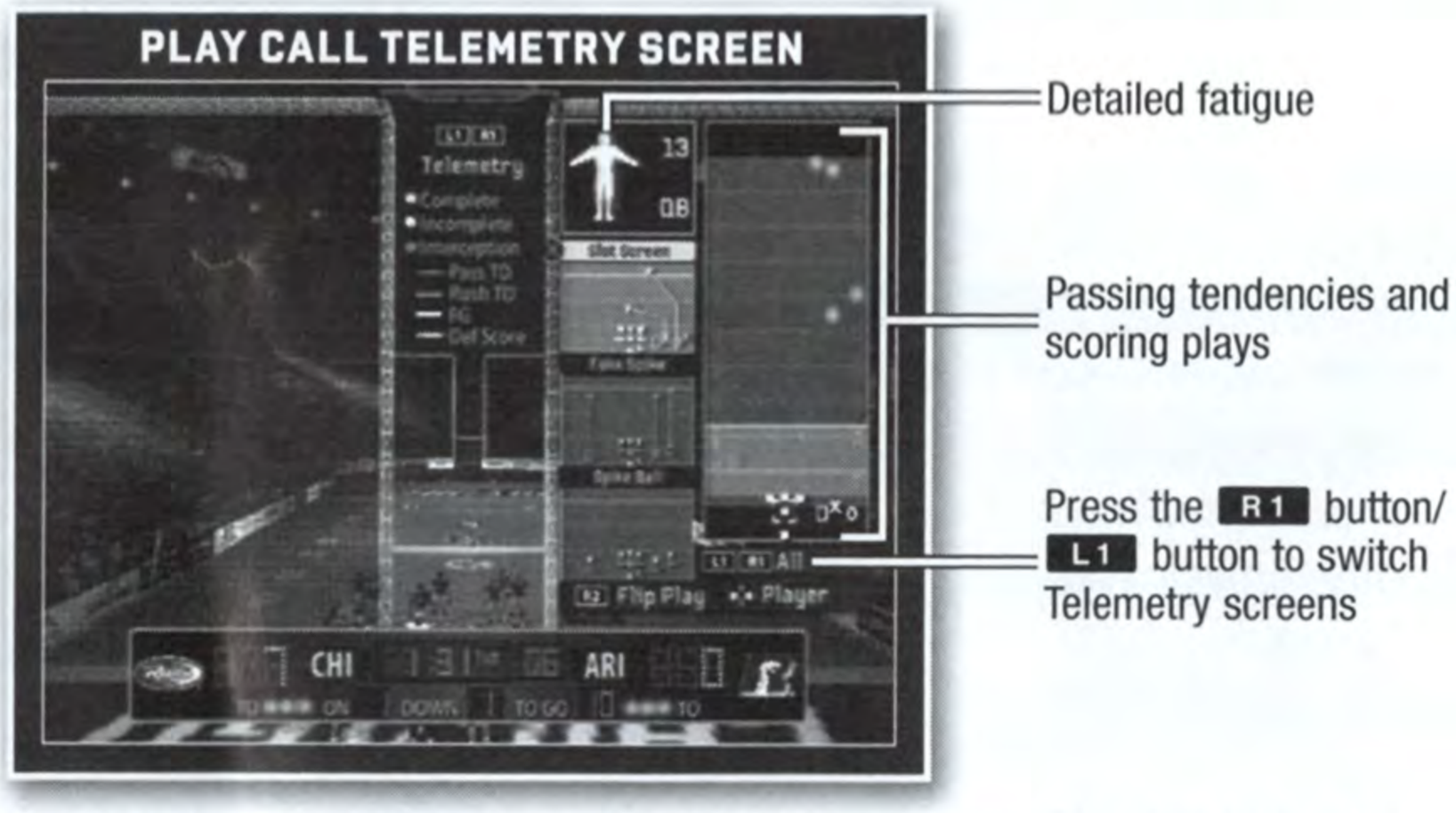
When you're at the line of scrimmage, get an instant read of your team's physical condition (right analog stick ⬇), or the condition of every player on the field (right analog stick ⬆). You only get to see your opponent's fatigue level for a limited time—indicated by the Telemetry Meter on your screen and telemetry can only be activated before the snap.

The On-Field Telemetry icon lets you know the exact fatigue level of the player it's attached to. Fresh players are green; worn out players are red.

Telemetry Tip: Fatigue is a good way to measure how well a certain player will perform. An exhausted player is noticeably worse than a fresh player. Target your opponent's most fatigued or weakest players.

PLAY CALL TELEMETRY

You can get three areas of information using the Play Call Telemetry: scoring plays, passing tendencies, and detailed player fatigue.



Detailed Fatigue: A player's attributes wear down as the game progresses depending on his position. For example, frequent sacks take their toll on the awareness of your QB and too many deep routes wear out your wide receivers. This is displayed by the player's thermal silhouette; each body part represents an attribute or combination of attributes depending on their position. If your QB's hands are red, your passing game is in trouble.

This is the detailed fatigue of the player highlighted in the chosen play. Change to any player on your team by pressing the left analog stick or D-button ↔.

Passing Tendencies: Review the location of every pass attempted by the current offensive squad. Light-blue dots are completions; yellow dots are incompletions; red dots are interceptions. Is your opponent targeting a spot on the field? Now you know. Drop a defensive back into a zone and take that play away.

Scoring Plays: See where the line of scrimmage was for the current offense's scoring plays. Dark blue lines represent passing plays; Light blue lines are running plays; Yellow lines indicate field goals.

PLAYING THE GAME

Arena Football: Road to Glory brings all the exciting hits and non-stop passing thrills of the game to life as you're put in the middle of the action from the season's kickoff all the way to the championship.

USER PROFILES

Make sure you keep track of all your accomplishments and progress by creating and saving a Profile. Press the ◉ button from the Main menu to manage your Profiles.

PLAY CALL BLUFFING

If you want to throw your opponent off during a multiplayer game, you can bluff your play calling. Press the ◎ button to silently pick the play you want to run, and then continue scrolling plays. Press the ⊗ button to give the appearance that you've selected the currently highlighted play, and exit the Play Call screen.

SAVING AND LOADING

You can save Games, Settings, Rosters, and Profiles, Season mode progress, Online Rosters, Replays, and Created and Exported Teams to your memory card (8MB) (for PlayStation®2).

GAMES IN PROGRESS

Save an in-progress game by selecting QUIT/SAVE from the Pause menu. To load a game (at the point where you left off), open the My Arena Football menu and choose LOAD/SAVE. Select LOAD then choose the game you want to resume.

To save or load your Settings, Rosters, or Profiles, open the My Arena Football menu, choose LOAD/SAVE, and then choose whether you're loading or saving files. Choose the file you want saved or loaded.

GAME MODES

Play an entire season from wire-to-wire in Season mode, take on the best players in the country online, or hit the practice arena to sharpen your skills.

SEASON MODE

Pick from 19 AFL teams and 23 newly-added af2 teams and call all the shots on and off the field for up to 20 seasons. To begin the first Season, choose the number of users, whether you'll have a fantasy draft or trading deadline, and then select the team for each user.

NOTE: To load a created team, press the ◎ button from the Season Setup screen. Make sure you have already created and saved a team (see above).

NEW EXPORT af2™ DRAFT CLASS

Once you have played a full af2 season, you can make the players available in AFL Season Mode by exporting af2 rosters. When this occurs, every af2 player becomes a free agent.

SEASON MENU

Manage your entire gameplay experience from this menu.

Play Week — Check out the upcoming schedule and the league standings. You can play any game on the schedule or simulate up to any point you want by selecting a game later in the season. For example, you can go directly to your team's Week 3 game by selecting it and choosing to simulate every game prior to it.

Rosters — View team rosters, injury reports, and control all player movements and transactions.

My Team — Review team news and salary cap status in the Team Info section. You can also modify your uniform to your liking, create a player, and export your Season mode team for use in other game modes.

Stat Book — Take a look at the stats you've amassed and see how they compare to other players and teams around the league.

My Arena Football™ — See p. 8.

THE SEASON SCHEDULE

Running a team is a full-time job and the action doesn't even stop after the championship.

During the Season — You can play any game throughout the season by placing a checkmark next to it on the weekly schedule. You can also make player trades before the ninth week of the season if you enabled the trading deadline. Even if your team doesn't make the playoffs, you can still play any postseason game, including the ArenaBowl (AFL) or ArenaCup (af2).

Off-Season — There are four steps to the off-season that must be completed in order before beginning a new season. If you wish to skip any steps in the off-season, you can simulate past them. However, if your Management options are not set to CPU for a given step, your team skips that step without participating. See *Team Strategy* on p. 8.

PLAY ONLINE

Put your skills to the test by going online and challenging the best players in the nation.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com OR 30 DAYS AFTER THE LAST DAY OF THE 2006-2007 AFL® SEASON.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *Arena Football: Road to Glory* online. *Arena Football: Road to Glory* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

PLAYING ONLINE

In order to play *Arena Football: Road to Glory* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a network configuration saved on a memory card, they appear automatically.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: UDP 3658 (peer-to-peer connection); UDP 6000 (VOIP); UDP 9555 for EA SPORTS Ticker; TCP 31400-31499 for lobby connectivity (Outgoing); TCP 13505 for EA Messenger (Outgoing); TCP 443 for DNAS authentication (Outgoing).

NOTE: Press the **R3** button to mute other players when using VOIP.

NOTE: The game's timeout function may be different than your ISP's. This could lead to high telephone charges if you leave the game unattended.

NEW FIELD GOAL CHALLENGE

Compete with up to seven other players in a field goal-kicking extravaganza. Determine who has the golden leg as you race the clock and try to make as many consecutive field goals as possible in a given amount of time—miss, and you're out.

Making matters more difficult, your position on the field changes for every kick and time decreases for every round, so make sure you concentrate. Do you have what it takes to come out on top? This is your chance to get a leg up on the competition.

MY ARENA FOOTBALL™

Keep track of milestones, choose your settings, and develop your strategy.

Milestones	Complete each of these Milestones to unlock teams. Some of the Milestones are tied to completing Challenges in Game Modes, while others can be completed by special accomplishments in Quick Play or Season mode games.
Stat Book	What's your record against your friends? What's your longest pass completion? This is where you get all that info and more.
Team Strategy	Choose your Audibles and Hot Routes, and specify whether you or the CPU completes critical roster moves in the Management screen (only available from the Season mode Team Management menu).
Gameplay/System Settings	From the way you play the game to the music you listen to while playing it, every option you need to customize the game is located here.
Load/Save	See p. 7.

ARENA FOOTBALL™ TIPS

So you think you know football? Think again—this is football like you've never played it. *Arena Football: Road to Glory* is all about the speed, the scoring, and the spectacle of the Arena Football League.

Be sure to check out Tutorials on the Main menu whenever you need a quick refresher about the rules of the game, or when you want to complete challenges.

WHAT YOU NEED TO KNOW

- Passes or kicks rebounding off the goalside rebound nets are live and open for reception by either team.
- The 35-second play clock and the game clock only stop for out-of-bounds plays or incomplete passes during the last minute of each half or for penalties, injuries, and timeouts. If the team in the lead has the ball, the clock only continues to run when positive yards are gained.

➤ There are no ties—all games go to overtime with both teams getting a chance at possession. If the game is tied in OT after both teams got their possession, then the game goes to Sudden Death.

LINEBACKERS

➤ To help passing games become more explosive, linebacker movement is restricted by the "defensive box" that extends between the hashmarks on either side of where the ball is spotted and five yards beyond the line of scrimmage.

➤ There are two linebackers: the Jack and the Mac:

➤ Only the Mac linebacker can rush the QB without first being released from the box. He can only rush on either side on the center, and never around the end. Otherwise, a linebacker can only leave the box under certain circumstances: if there is a run play, a pump fake, if the QB leaves the pocket, or if the tight end or fullback releases into a passing route.

LIMITED 90-DAY WARRANTY

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Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:
US 1 (650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty
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Redwood City, CA 94063-9025

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www.eagamereg.com

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- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE: 15320

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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit http://techsupport.ea.com.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

Mailing Address: Electronic Arts Technical Support
P.O. Box 9025
Redwood City, CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

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Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10am to 8pm. If you are under 18 years of age parental consent required.

Proof of Purchase
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